

# USB/Gameport Digital Joystick

26-701

OWNER'S MANUAL — Please read before using this equipment.

Your RadioShack USB/Gameport Digital Joystick lets you take control of the latest computer games! Its benefits include:

**Control Versatility** — allows you to use 8 buttons, the hat switch, throttle and rudder function simultaneously.

**Programmable Button** — allows one button press to emulate up to 32 key strokes.

**Lever Type Throttle and Rocking Rudder Control** — lets you easily control throttle functions in many driving and flight simulation games.

**Joystick** — allows precise control in four directions.

**8-Way Hat Switch** — lets you control the viewing directions or other features.

**One Trigger and 7 Control Buttons** — give you the flexibility you need to play games with multiple controls.

**Ergonomic Design** — lets you play comfortably for extended periods.

**Detachable Suction Cups** — keep the joystick firmly in place when the action gets hot!

**Adjustment Dials** — let you adjust the x- and y-axes of the joystick.

## COMPATIBILITY

### Hardware

**Gameport Mode** — compatible with PCs equipped with a game port using a 15-pin male plug.

**USB Mode** — compatible with Pentium PCs equipped with a USB port.

### Software

**Gameport Mode** — You can use your joystick with Windows® 95/98/SE/ME with DirectX 5 or above installed.

**USB Mode** — You can use your joystick with Windows® 98/SE/ME with DirectX 6 or above installed, Mac and iMac with Mac OS 8.6 or above and Game Sprocket 1.7.5 or later. (If necessary, you can download at <http://asu.info.apple.com/support/downloads.html>).

### Cautions:

- You cannot install the game port program driver and the USB program driver at the same time. Simultaneous installation might result in fatal errors.
- The USB adapter is designed solely for the RadioShack USB/Gameport Digital Joystick. Do not use it with any other controller. Doing so could lead to severe damage to the controller, connector and PC.
- You cannot install the RadioShack program driver while another branded program driver is installed. Remove all other program drivers before installation of this joystick's software.

### Notes:

- The function of each of the joystick's buttons depends on the game you are playing. Consult your game's owner's manual for more information.
- The emulating program is not applicable in Mac and iMac.
- Multiplayer is supported in USB mode.

This device complies with Part 15 of the *FCC Rules*. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Product:	USB/Gameport Digital Joystick
Model:	26-701
Responsible Party:	RadioShack 100 Throckmorton Fort Worth, TX 76102
Phone:	817-415-3200



## THE FCC WANTS YOU TO KNOW

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the *FCC Rules*. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult your local RadioShack store or an experienced radio/TV technician for help.
- If you cannot eliminate the interference, the FCC requires that you stop using your joystick.

Changes or modifications not expressly approved by RadioShack may cause interference and void the user's authority to operate the equipment.

## INSTALLING THE APPLE GAME SPROCKETS FOR MAC/IMAC

Download the latest version of Game Sprockets from Apple's Website (<http://asu.info.apple.com/support/downloads.html>).

Follow the instructions in Game Sprockets Readme to install the game sprockets.

Calibrate and program your joystick with your game software.

**Note:** Only Game Sprocket games work with your USB game controller. If you are unsure if a game has Game Sprocket support, consult the game's manual or manufacturer for assistance. If you have games that are not Game Sprockets compatible, the USB Overdrive may help you. Please see <http://www.usboverdrive.com>.

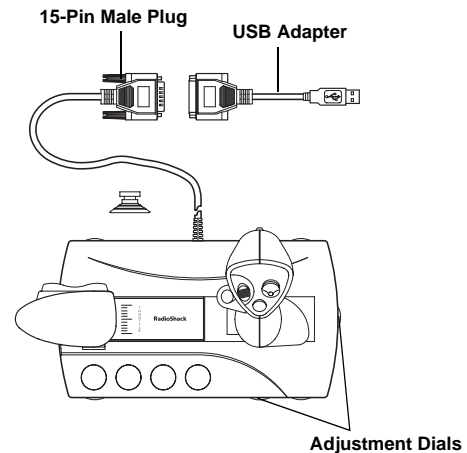
## USING THE SUCTION CUPS

To attach the suction cups, insert them into the holes on the bottom of the joystick, then turn them 90° clockwise.

To detach the suction cups, turn them 90° counterclockwise, then pull them out.

## GAMEPORT SETUP

### Installing and Calibrating the Joystick in Windows® 95/98/SE/ME (with DirectX 5 or above installed)



1. Turn off your computer. Connect the 15-pin male plug to the game port. Then turn on the computer.
2. Insert the GameStore CD into your computer's CD drive. Click **GamePort**, then follow the instructions on the screen.
3. Click **Start**, select **Settings**, then **Control Panel**.
4. Double click **Game Controllers** in the *Control Panel*.
5. Click **Add** and select **4-Axis 8-Button with hat joystick [Gameport]**, then click **OK**.

In the *Game Controllers* dialog box under the *General* tab, the controller status appears as **OK**.

6. Click **Properties**, **Setting**, then **Calibrate...** Follow the on-screen instructions to calibrate your joystick for proper performance. Use the adjustment dials to fine tune the joysticks' x- and y-axes.

After successful calibration, click **Apply**. Click **Test** to test your joystick. Click **OK** to exit.

## Emulating the Joystick in Windows® 95/98/SE/ME (with DirectX 5 or above installed)

You can program the buttons on the joystick so you can press one button to emulate up to 32 key strokes.

1. Click on **Start**, select **Programs**, then **GameStore (Gameport)**.
2. Click the button number you want to configure, then enter the keystrokes you want to emulate. Then click **OK**.
3. Click **Enable Keyboard Emulation** after completing programming.
4. Click **Save** to save your programmed keystrokes.
5. Click **OK** and you are ready for games.

To retrieve your saved keystrokes, click **Load**. Select the desired keystroke, click **Open** then **OK**.

### Notes:

- Keep the emulating program open while you play a game with the programmed buttons.
- While the keyboard emulation is executing, you cannot check the emulated keys by clicking **Test** under *Game Controller Properties* in the **Control Panel**. Instead, use the emulating program to check your emulated keys.
- The programmed sequence repeats as long as you hold down the programmed button.

## USB SETUP

### Installing and Calibrating the Joystick in Windows® 98/SE/ME (with DirectX 6 or above installed)

1. Connect the USB adapter to the 15-pin male plug, then connect the adapter to your computer's USB port.
2. Insert the GameStore CD into your computer's CD Drive. Click **USB**, then follow the instructions on the screen.
3. Click **Start**, select **Settings**, then **Control Panel**.
4. Double click **Game Controllers** on the *Control Panel*.

In the *Game Controllers* dialog box under the *General* tab, the controller status appears as **OK**.

5. Click **Properties** for calibration and testing. Click **Setting** then **Calibrate...** Follow the instructions on screen to calibrate your joystick for proper

performance. Use the adjustment dials to fine tune the joysticks' x- and y-axes.

After successful calibration, click **Apply**. Click **Test** to test your joystick. Click **OK** to exit.

## Emulating the Joystick in Windows® 98/SE/ME (with DirectX 6 or above installed)

You can program the buttons on the joystick so you press one button to emulate up to 32 key strokes.

1. Click on **Start**, select **Programs**, then **GameStore (USB)**.
2. Click on the button number you want to configure, then enter the keystrokes you want to emulate. Then click **OK**.
3. Click **Enable Keyboard Emulation** after programming is complete.
4. Click **Save** to save your programmed keystrokes.
5. Click **OK** and you are ready for games.

To retrieve your saved keystrokes, click **Load**, select the desired keystroke, click **Open** then **OK**.

### Notes:

- Keep the emulating program open while you play a game with the programmed buttons.
- While the keyboard emulation is executing, you cannot check the emulated keys by clicking **Test** under *Game Controller Properties* in the *Control Panel*. Instead, use the emulating program to check your emulated keys.
- The programmed sequence repeats as long as you hold down the programmed button.

## CARE

To enjoy your joystick for a long time, keep the joystick dry. If it gets wet, wipe it dry immediately. Use and store the joystick only in normal temperature environments. Handle the joystick gently and carefully. Do not drop it. Keep the joystick away from dust and dirt. Wipe the joystick with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the joystick's internal components can cause malfunction and invalidate its warranty. If your joystick is not performing as it should, take it to your local RadioShack store for assistance.

### Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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